**3GPP TSG-SA WG4 Meeting #130S4-241955**

**Orlando, Florida, USA, 18 - 22 November 2024**

**Source: Samsung Electronics Co., Ltd.**

**Title: [FS\_AI4Media] pCR on introduction to AI/ML for media**

**Agenda item: 9.6**

**Document for: Agreement**

**1. Introduction**

This proposal provides text to fill in empty clause 4.1 of TR 26.927.

**2. Discussion**

Text on a general introduction to AI/ML for media is provided, based on introductory text in the SID.

**3. Proposal**

It is proposed to agree the following changes to 3GPP TR 26.927 v0.9.0.

\* \* \* First Change \* \* \* \*

# 4 Introduction to AI/ML for media

## 4.1 General

Artificial Intelligence (AI) is a general concept defining the capability for a system to act based on 2 major conditions:

* The context in which a task has to be done, meaning the value or state of different input parameters.
* The past experience of achieving the same task with different parameter values and the record of potential success with each parameter value.

Machine Learning (ML) is often described as a subset of AI, in which an application has the capacity to learn from the past experience. This learning feature usually starts with an initial training phase so as to ensure a minimum level of performance when it is placed into service.

Recently, AI/ML has been introduced and generalized in media related applications, ranging from legacy applications such as image classification, speech/face recognition, to more recent ones such as video quality enhancement, natural language processing, and generative AI for media. As research into this field matures, more and more complex AI/ML-based applications requiring higher computational processing can be expected; such processing involves dealing with significant amounts of data not only for the inputs and outputs into the AI/ML models, but also for the increasing data size and complexity of the AI/ML models themselves. This growing amount of AI/ML related data, together with a need for supporting processing intensive mobile applications (such as VR, AR/MR, gaming, and more), highlights the importance of efficient handling of certain aspects of AI/ML processing over the 5G system, in order to meet the requirements of various applications.

\* \* \* End of Changes \* \* \* \*